

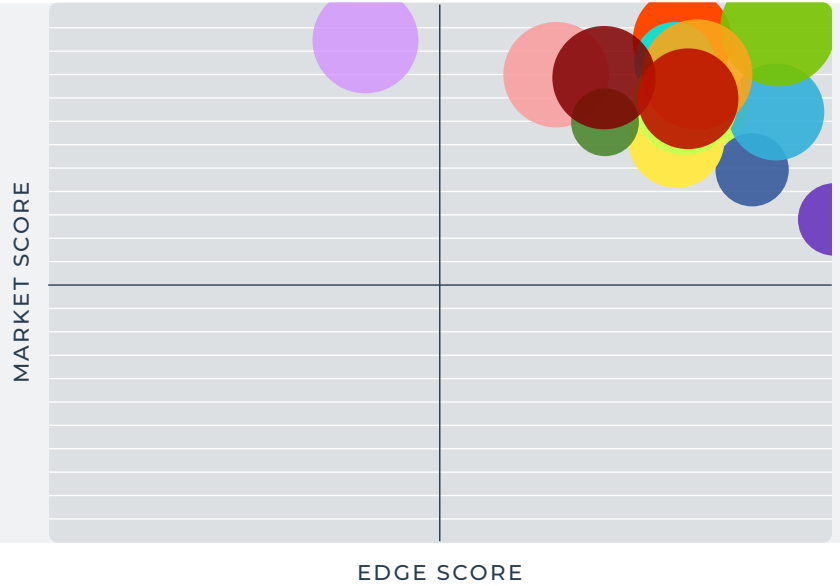


Edge Navigator

Use Case Research

Based on years of research and hundreds of interviews, the Edge Navigator use case research tool was created to share a consolidated perspective on likely edge use cases and the edge and market factors that influence them.

The top 15 edge use cases are presented here, but within Edge Navigator you can see all edge use case data, learn more about edge use cases, adjust the edge and market factors, and contribute your opinions.



The Top 15

	Subdomain	Edge Score	Market Score	Joint Score
1	Multiplayer Gaming	93	95	188
2	Cloud Gaming	83	91	174
3	Manufacturing - Analytics & Mgmt.	80	89	169
4	Hardware - AR/VR	83	86	169
5	GIS Precision Positioning Path Planning	90	79	169
6	V2X Communications	80	86	166
7	Vision / Camera	80	84	164
8	Security - Video Surveillance	75	89	164
9	Unmanned Traffic Management	100	64	164
10	Enterprise	80	80	160
11	Cars - Data & Platform	75	84	159
12	IoT Platform	70	89	159
13	Hardware - Drones	78	80	158
14	Games	88	70	158
15	Video / Media (Downstream)	43	95	138

Research indicates latency critical compute and heavy I/O are the two most important edge factors driving demand for likely edge use cases.

Experts interviewed indicate market opportunity and maturity/time-to-market are the most important market factors in predicting likely edge use cases.

Contribute to the model

Have a different opinion? Adjust the edge and market factors to reflect your perspective and contribute your inputs to the community! We'll anonymize and share what people are thinking around the world, so come back and visit soon!

moblidex.com/navigator